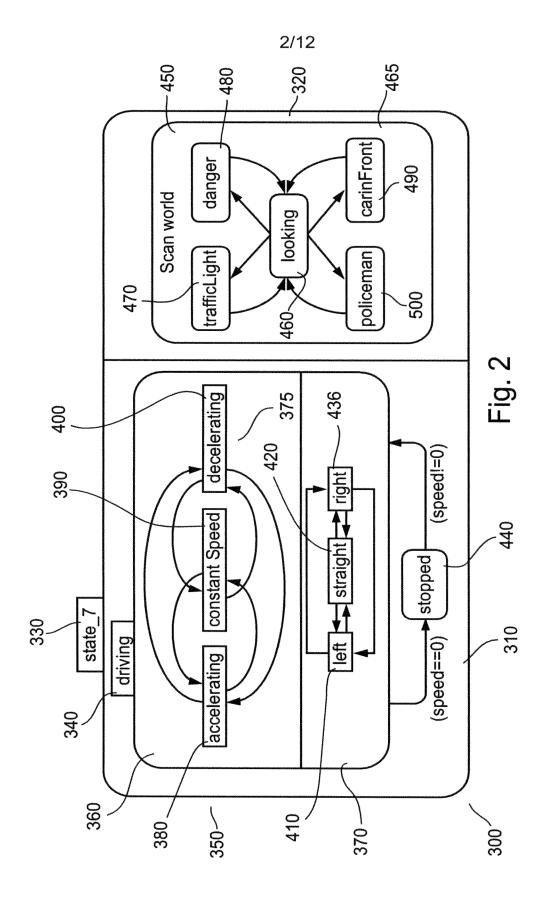


Fig. 1



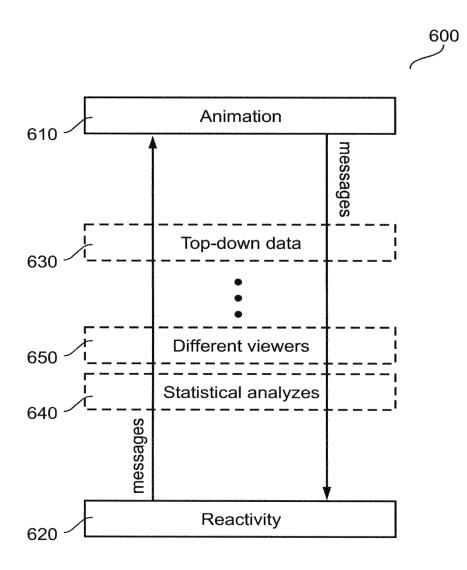


Fig. 3

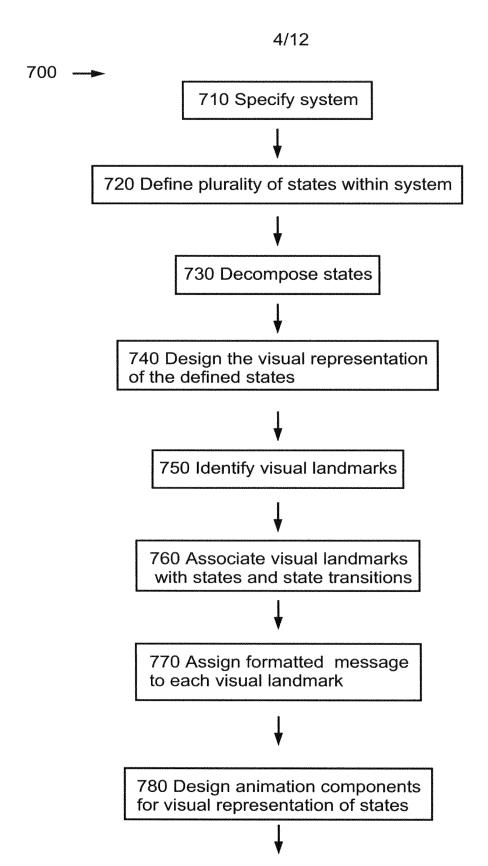
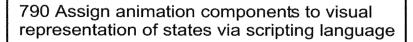


Fig. 4



800 Define functionality which enables the interface to send messages and receive messages from the state engine and from the animation engine

810 Define functionality which enables interface to parse message

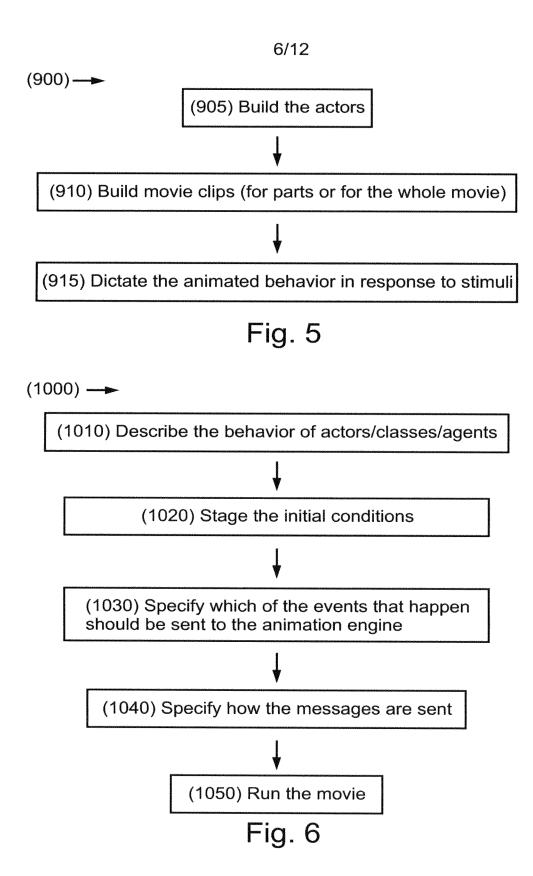
820 Parsed messages sent from state engine are translated and applied to animation engine to control animation components

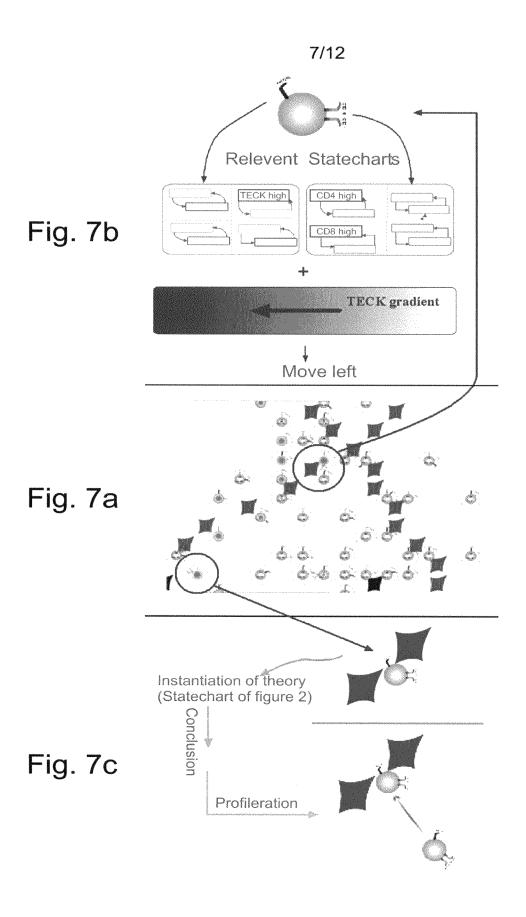
830 A channel of communication is applied to the state engine, and the animation engine

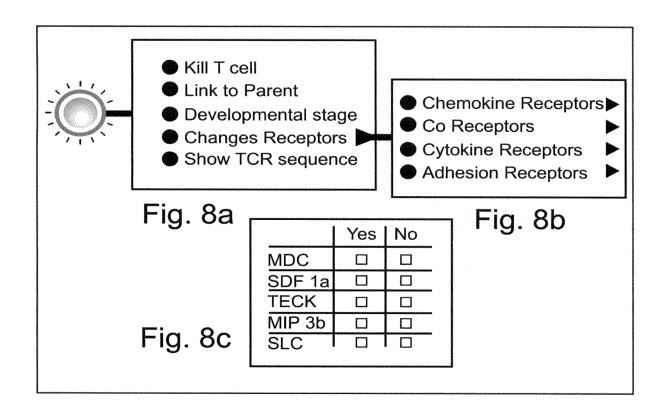
840 Synchronization is done between the state engine and the animation engine

850 User input is iteratively included

Fig. 4 (Cont.)







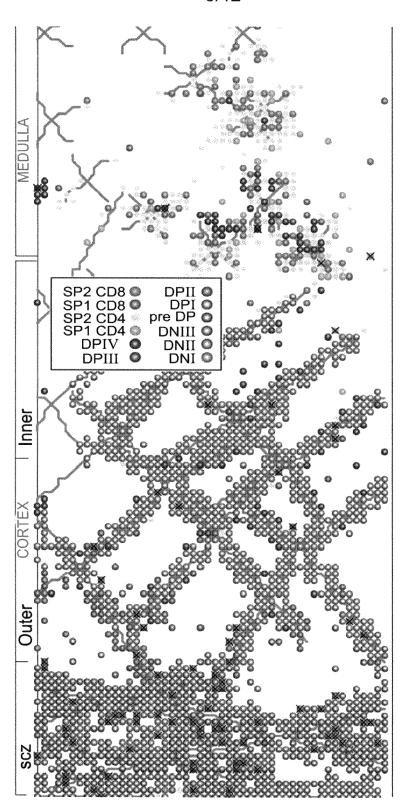
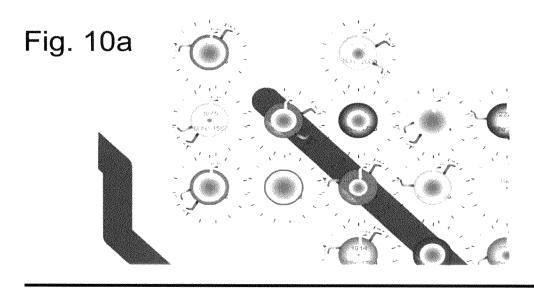
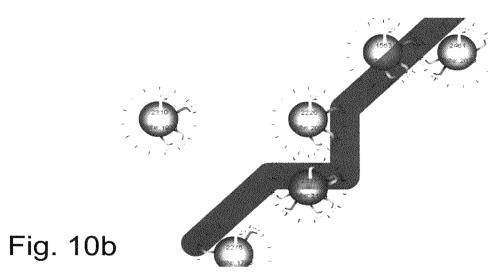


Fig. 9





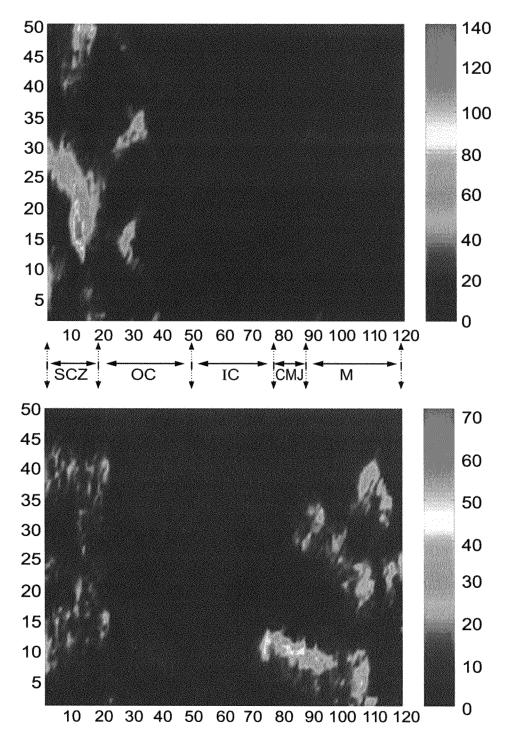


Fig. 11

